INDYCAR™ SERIES

Codemasters®

GENIUS AT PLAY™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with Playstation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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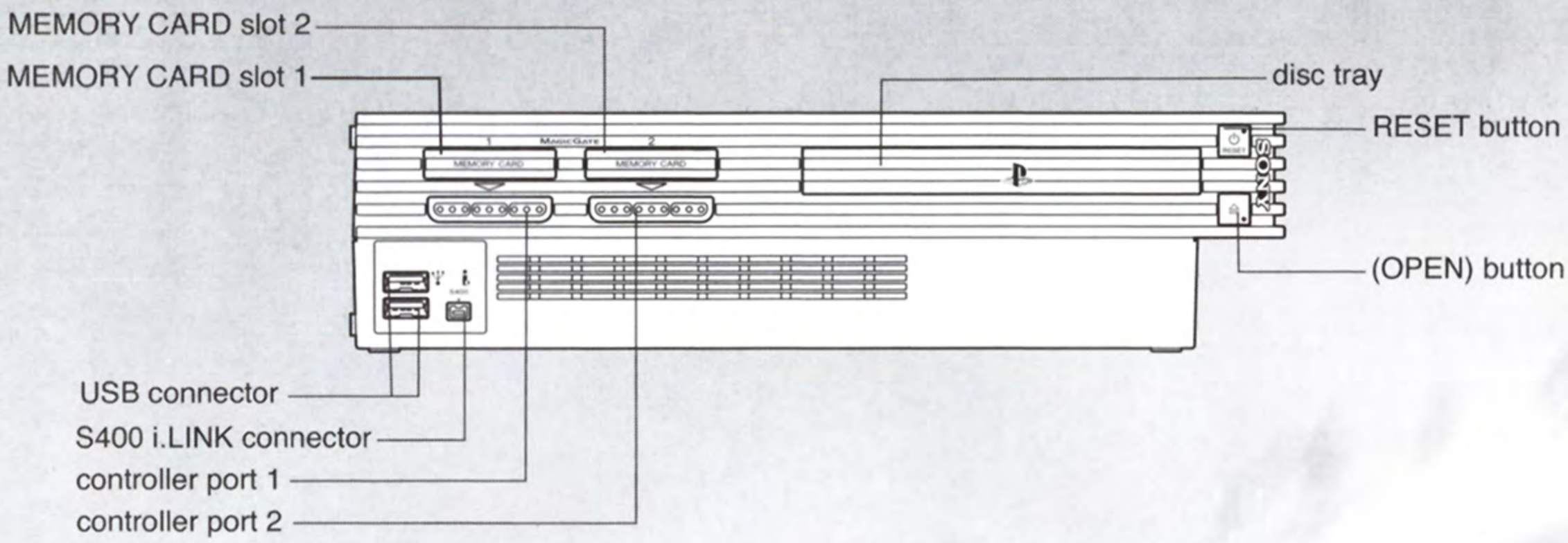
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button, and the disc tray will open. Place the IndyCar™ Series disc on the disc tray with the label side facing up. Press the open button again, and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

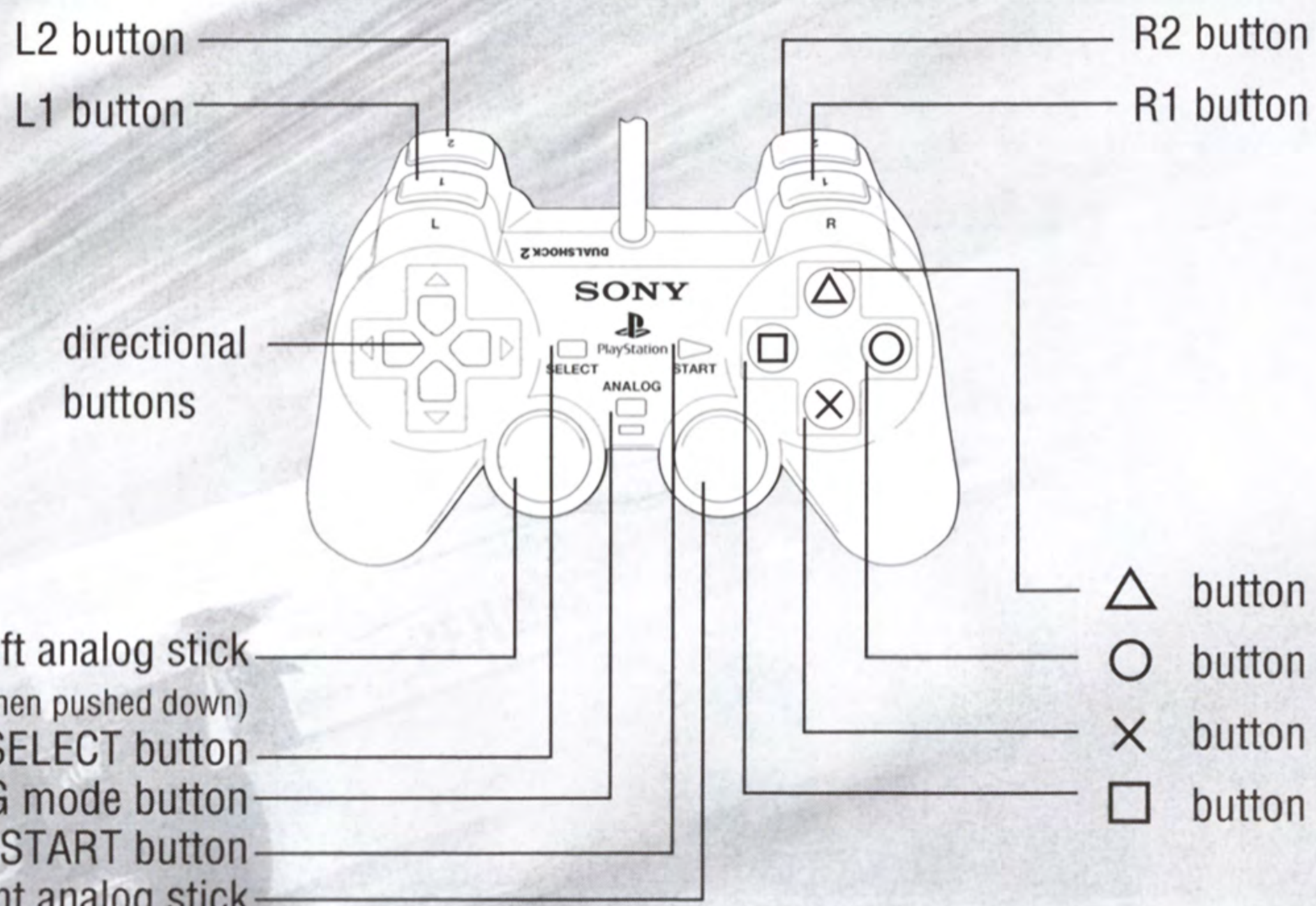
Memory Cards

Within this booklet, the term 'memory card' is used to describe the memory card (8MB) (for PlayStation®2) – (product code SCPH-10020 E). Any other memory card such as memory card (SCPH-1020 E), which is designed for use with PlayStation® computer entertainment system, is not compatible with this game or hardware.

Make sure there is sufficient space on your memory card before starting play.

DUALSHOCK®2 analog controller

The DUALSHOCK® analog controller and the digital controller are not supported by this title.



Menu Navigation

When navigating menus, the controller in controller port 1 must be used. The controls are as follows:

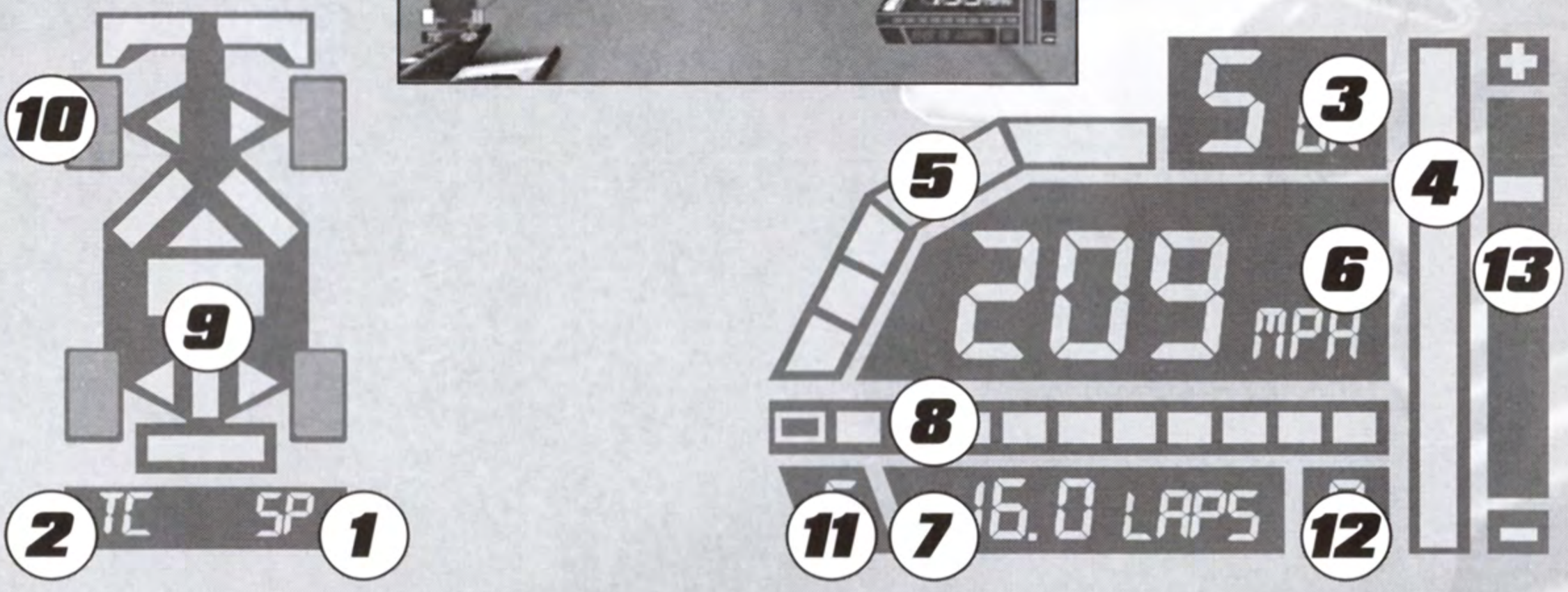
Highlight menu item:	Up/down directional buttons or left analog stick
Change menu item when ◀▶ is shown:	Left/right directional buttons or left analog stick
Select menu item:	× button
Cancel/back:	△ button

CONTROLS

DUALSHOCK®2 analog controller

Select alternative control configurations through Main Menu > Options > Controls

ON THE TRACK



1. *Speed Assist:* Illuminates to indicate when Speed Assist has kicked in to reduce your speed and help you corner more easily.

2. *Traction Control:* Lights to indicate when Traction Control has kicked in to eliminate wheelspin.

3. *Current Gear:* Shows the current gear you are using. Set your transmission type through Main Menu > Options > Advanced Game Options. Automatic transmission takes control of your gears, allowing you to concentrate solely on driving, whereas manual transmission enables you to shift gears as needed.

4. *Draft Meter:* Shows the benefit your car is getting from riding the slipstream of the car in front. The fuller this is, the less drag your car is experiencing.

5. *Rev Counter:* When the final light illuminates, you have reached maximum revs and will need to shift up a gear.

6. *Current Speed:* Shows your current velocity.

7. *Lap Indicator:* Shows the estimated laps remaining on your current tank of fuel.

8. *Fuel Tank:* Shows how much fuel is left in your tank.

9. *Damage Display:* Each element brightens as you take damage. If you are racing at Pro skill level, internal components also can malfunction.

   Cooling System: as the cooling system is damaged, the ECU lowers the rev limit to prevent engine damage.

   Oil System: damage to the oil system will reduce engine torque (pulling power).

   ECU: if the ECU gets damaged, reliable fuel control may be lost, resulting in misfiring and rough acceleration.

   Transmission: a damaged gearbox may not respond in all gears.

   Engine: any engine damage is terminal.

10. *Tire Temperature:* Displays the temperature of your tires.
    blue → yellow = cold → warm;
    orange → red = optimum;
    pink → white = severely hot.
    Hotter tires provide more grip, but will wear faster than colder ones.

11. *Caution / Pit Status:* Illuminates if you enter a Caution Period. If "C" is displayed, the Pits are closed; if "P" is shown, the Pits are open. In extreme circumstances, you may enter the pits when they are closed; for example, if your car is damaged or about to run out of fuel.

<cont...>

12. Fuel Mixture:

The Fuel Mixture controls adjust your fuel:air ratio during the race. Increasing the richness of your Fuel Mixture will give you greater speed but at a cost to your fuel consumption (normal running = 4). Decreasing the mixture has the opposite effect. Set the mixture to 0 to save fuel during Caution (yellow flag) Periods.

13. Weight Jacker:

This corrects steering problems in real time during the race. Adding weight will correct any understeer problems you may be experiencing. If your car oversteers, subtract weight.

14. Multi Function Display:

The MFD serves the following purposes:

Race State: see Flags.

Qualification: during qualification, your lap times and average speeds are shown.

Laps Remaining: this is always shown at the top of the Display during the race.

Race Positions: the positions of all drivers are shown periodically. Your position is always displayed in the top right corner.

Car in Front: how far the car in front is ahead of you (measured in seconds).

Car Behind: how far the car behind is from you (measured in seconds).

Split Times at the Line: the time difference between the player and the top five drivers.

Lap Speeds: shows your best and last lap times.

15. Warning Indicators:

These icons indicate unusual track conditions:

Autodrive: takes control of your car at the start of a race, during caution periods and when you enter the pit lane. A 5-second countdown is shown when control of the car is about to return to you.

Caution Period & Start of Race: indicates that no overtaking is allowed and you must maintain position behind the car indicated with the green chevrons on-screen. See also Flags, Cautions & Penalties.

CAREER GOALS

Career Goals are your opportunity to prove your supremacy as the greatest IndyCar™ Series driver the world has ever known. If you can complete every one of your goals, you will truly have earned your title.

For every Goal you achieve, you will receive a card. For each, the standard of your card depends on the class in which meet the challenge. Meet the mark at Easy level and you'll receive a bronze card; win as a Pro and you can expect to add gold cards to your collection.

Whenever you achieve a Career Goal, you also may receive a Bonus in addition to your cards – anything from new paint schemes to extra game features. Keep driving and keep winning to claim as your own all the game has to offer.

PLAYER PROFILE

To create your Player Profile, go to "Player Profile" on the Main Menu and set up your details. The Player Profile contains all of your saved game information, such as unlocks and Series status. If you do not create a Player Profile, no game progression will be saved.

Trading Card Album

Check out the Trading Card Album to review all of the Trading Cards and Bonuses you've unlocked (see Career Goals).

Manage Player Profiles

Create

Follow the directions shown on screen to set up your Player Profile. You'll also be asked to set up a Player Profile the first time you start the game.

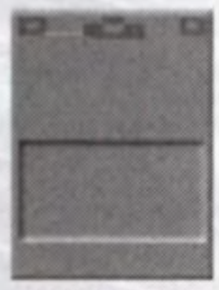
Load

When you load the game, your last used Player Profile is loaded automatically. If you want to load a previously saved Profile, select "Load" from this menu.

<cont...>

Save

At regular points throughout the game, your Player Profile information (player name, unlock status, completed Masterclasses, etc) is Autosaved. The Autosave icon appears on screen when this occurs. Do not remove your memory card while the game is Autosaving.
If Autosaving is deactivated through the Options Menu, you will continue play in 'guest' mode, i.e. game unlocks, etc will not be available. For the full IndyCar™ Series experience, make sure you create a Player Profile and have Autosave active (active by default).


AUTOSAVE

Note: you can change memory cards at any point (except during Autosaving), however mid-race saves will not be retained. These will remain on your original memory card.

QUICK RACE

Choose "Quick Race" from the Main Menu to get straight onto the speedway. Set up your race using the options described below, then highlight "Start Race" and press the ✕ button to start.

Test Drive

Practice for as long as you like on your selected track (see Track below) with the circuit and car setup you've specified in the Garage (see The Garage).

Race

Take part in a full race day event. To establish your position on the grid through Qualification, try the harder difficulty levels (see Qualification).

Driver

Drive as any of the professional drivers in the IndyCar™ Series, or select your custom driver (if you have unlocked the ability to create one).

Track

Select the circuit you want to race on from any of the 14 tracks of the IndyCar™ Series.

Laps

Define the length of your race. Choose from 10 laps, 20 laps, Quarter Distance (50 laps), Half Distance (100 laps) or Full Distance (200 laps).

Opponents

Set the number of drivers to compete against, from 0-25.

Skill Level

Easy: Your car is invulnerable and comes off better in collisions. You have unlimited fuel, and your tires do not wear. All of the Assists are available. No rules apply to your race.

Normal: Your car will suffer minor damage. You have unlimited fuel, and your tires do not wear. The Speed Assist is unavailable. In addition, you are subject to the full rules of the IndyCar™ Series.

Pro: This is the real deal. Your car is subject to full damage; your fuel is consumed, and your tires wear realistically. No Assists are available, and you must qualify for your place on the grid (see Qualification).

Custom: See Custom Skill Level.

Custom Skill Level

Set the parameters for your race as described below. When you are satisfied with your choices, highlight "Use These Settings" and press the ✕ button.

Damage

None: No cars take damage.

Simple: All cars are subject to basic damage.

Full: All cars are vulnerable to realistic damage.

AI Cars Only: Your car is invulnerable, but all other cars can be damaged.

Fuel & Tire Wear

Off: Tires do not wear. No fuel is consumed.

On: Periodic pit stops are required to replace worn tires and refuel your vehicle.

Penalties

Off: You will incur no penalty for any of your actions on the track.

On: Penalties are applied according to the rules of the IndyCar™ Series. Flags are shown (see in-game Masterclass).

Grid Position

Front/Middle/Back: Set your starting position on the grid.

Qualify: You must race qualification laps before the race to decide your starting position (see Qualification).

INDYCAR™ SERIES

The IndyCar™ Series is the heart and soul of the game. Through the most gruelling speedway competition in the world and a series of 15 races ultra-fast driving on America's most famous circuits, including the renowned Indianapolis 500®, how will you perform?

The rules of the IndyCar™ Series apply throughout the competition (depending on your Skill Level - see below), so familiarize yourself with them through the Masterclass before taking on the challenge.

Set up the options described below, then highlight "Start Series" and press the ✕ button.

Driver

Drive as one of the professional drivers of the IndyCar™ Series, or as your own custom driver (once unlocked – see Career Goals).

Laps

Select the number of laps for each circuit. Take care when selecting shorter race distances as, depending on the skill level selected, the rules of the IndyCar™ Series may apply; some of your race may be taken up with compulsory pit stops and Caution Periods.

Skill Level

Easy

Your car is invulnerable and comes off better in collisions. You have unlimited fuel, and your tires will not wear out. You can use all of the Assists.

Normal

In collisions, you will only suffer minor damage. As for "Easy" level, tires do not wear, and fuel is not burnt. You can't use the Speed Assist.

Pro

This is as real as it gets. Your car is subject to fully realistic damage, and you will need to pit periodically to refuel and replace worn tires. No Assists are available, and you must qualify for your position on the grid of a race that is run under the complete rules of the IndyCar™ Series.

Good luck. If you want to claim those gold cards (see Career Goals), you'll need it.

SERIES QUALIFICATION

Qualification decides your grid position for the coming race. It begins with a warm-up lap to get the feel of the track (wise drivers already will have familiarized themselves with it during Test Drive). After this you go straight into the qualification laps. Two laps are driven, and your fastest lap time is recorded. When all entrants have completed their qualification, the starting grid is constructed in order of each driver's best lap time. The driver with the very fastest lap time goes into pole position, the slowest at the back.

WINNING THE SERIES

For each race you compete in, you will receive points depending on your finishing position. At the end of the season, the driver with the most points is the winner. In the event that two or more drivers have equal points, the driver with the most race victories is the winner.

Points are allocated as follows:

Position	Points	**Position**	Points	**Position**	Points
1	50	**12**	18	**23**	7
2	40	**13**	17	**24**	6
3	35	**14**	16	**25**	5
4	32	**15**	15	**26**	4
5	30	**16**	14	**27**	3
6	28	**17**	13	**28**	2
7	26	**18**	12	**29**	1
8	24	**19**	11	**30**	1
9	22	**20**	10	**31**	1
10	20	**21**	9	**32**	1
11	19	**22**	8	**33**	1

The driver that leads the race for the most laps gains an extra two points.

Saving

Your Full Season game is automatically saved to memory card at the end of each race day (provided Autosave is activated – see Options). You can also make manual saves at the Pits during each race.

INDY 500®

The Indy 500® is unquestionably the most famous and important race of the entire IndyCar™ Series. Choose "Indy 500®" from the Main Menu to compete in this major event without driving through an entire season and experience the thrill and spectacle of the world's premier speedway race.

All setup options and qualification days are identical to the IndyCar™ Series mode. See IndyCar™ Series and Qualification for more information.

Qualifying for the Indianapolis 500®

Unlike normal qualification, there are four qualifying laps instead of two. Your qualifying speed is determined by averaging the speed of all four laps, rather than simply taking the time of your fastest lap. Qualification is tenser than ever!

Pole Day

Make the most of Pole Day as this is your best chance to claim that elusive pole position (it is possible for the pole position to be undecided on Pole Day, but this is very rare). You can make up to three attempts to qualify over Pole Day and Bump Day, but once you take the checkered flag at the end of lap four, your time is official. You won't get another chance, so make sure your time is a good one. If you don't want your time to count, you must "waive" your attempt before crossing the finish line. To end a qualification attempt before the end, select "Waive" from the Pause Menu, or drive into the Pits.

During Pole Day, if you waive a qualification run, you will not get another chance to try out until all other entrants have had their go. If there is any free time left at the end of Pole Day, the draw moves into a period of free qualification. This is on a first-come-first-serve basis, so make sure you press the ✕ button and get a chance before the time runs out.

Bump Day

If you're not on the grid by Bump Day, this is your last chance so long as you have not used up all three attempts.

On Bump Day, any free grid places are filled up first. Once the grid is full, the "bumping" begins! The slowest qualifier is "on the bubble." If another driver posts a quicker time, then the driver who is on the bubble is bumped out of the Indy 500®. The anxiety of sitting on the bubble then falls to the next slowest driver.

Those who earn a grid position on Bump Day are placed below the line of Pole Day qualifiers.

Remember, once you take the checkered flag your time is official. Make sure you waive the attempt if you think you're too slow.

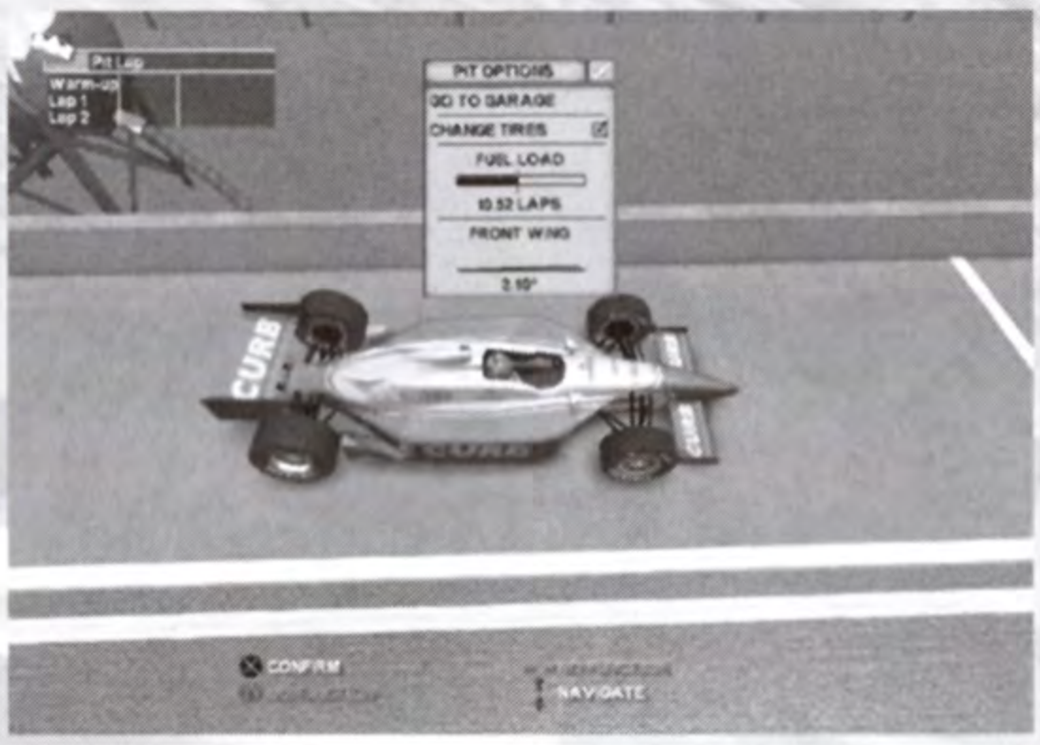
MASTERCLASS

The fastest way to become a professional-level IndyCar™ Series driver is to take a Masterclass course, presented by famous Indy 500® winner Eddie Cheever Jr. Highlight "Masterclass" on the Main Menu and press the ✕ button to display a list of the classes available. Highlight the class name and press the ✕ button to learn all that the lesson has to teach.

Don't forget, a gold in all of your Masterclasses is one of your Career Goals.

DAMAGE & PITS

As you race the circuit, you may receive damage to your vehicle, depending on the Skill Level you have selected for your game mode. It is important to get this fixed as any damage affects the performance of your car and ultimately your ability to win the race. To repair minor damage to your car and to replace worn tires and refuel, head to the Pits. Remember, if you damage your car structurally or completely write it off, no pit crew in the world could hope to fix it in time to get you back on track!



When you reach the Pits, the Pit Menu will appear on screen detailing all actions that need to be performed on your vehicle – by default these are all enabled. To reduce Pit Time and get back on the track as quickly as possible, you may want not to complete some repairs or refuel at this stage. To disable a repair or other action, highlight the item on the Pit Menu and press the ✕ button.

THE GARAGE

The Garage is where you adjust the specification of your car in order to get the best possible on-track performance. Highlight "Swap" and press the ✕ button to define different car parameters for qualification and racing. As qualification is only run over a few laps, you should configure your car for the best possible speed. For the race itself, where your car needs to hold together over many laps, you should aim for the best compromise between durability and speed.

Tire Pressure

Tire pressure affects the shape of the contact patch. In turn, this affects grip, rolling resistance and wear. To achieve the optimum ratio between grip and wear, set the pressure so that the tire contacts the track across its entire width. Over-inflating your tires will give a lower rolling resistance (therefore a higher top speed), but will lessen your grip. Under-inflating them gives more grip, but your top speed is reduced.

<cont...>

Springs

The springs stiffen or soften your suspension and affect how your car handles under cornering stresses and aerodynamic loads. If your suspension is too soft, you may risk body roll when cornering or grounding under aerodynamic load. Suspension that is too stiff may make your handling unreliable.

Dampers

Dampers reduce or eliminate oscillations in the springs. If your dampers are too hard, your suspension may be less able to handle inconsistencies in the road surface – hitting a bump may cause your wheels to leave the ground. If your dampers are too soft, the suspension may oscillate too much.

Ride Height

Ride height affects both drag and downforce. If it is set high, drag will be reduced, but so will the downforce which pushes your car onto the track. If set low however, your car could ground on the road surface. Ride height settings will have a knock-on effect on your suspension.

Gears

Your gearbox has six forward gears. The first three are considered 'restart gears' and are usually set for optimum acceleration out of the Pits. Fourth gear is normally set for passing slower traffic. The top gears are usually very closely set, with most teams only using top gear when in the draft of the car in front. Setting gear ratios correctly for each track is essential.

Camber

Camber is used to maximize the contact patch of each tire. If the tires on the right side of the car are hotter on the outside edge, then they will benefit from a negative camber. The opposite is true of the tires on the left side of the car. Use camber to spread the load as evenly as possible across each tire.

Toe-in

Toe-in has the effect of pulling the car back straight when it is disrupted by, for example, a bump or gust of wind. Increasing toe-in can help to cure a car that is unstable on the straights and can also help to generate scrub (friction) on the front tires, creating heat and improving grip. Toe-out is a bad idea and should be avoided.

Wings

The wings on your car produce downforce and extra grip at a cost to drag and top speed. Wings also can be used to correct over/understeer. On some tracks, the wings generate enough downforce from their aerodynamics that they can be set to minimum.

Note: if Autosave is not activated (see Options Menu), you will need to save your configuration manually.

FLAGS, CAUTIONS & PENALTIES

Throughout your races, various flags are shown to the drivers to communicate the current status of the competition. These are as follows:

Green Flag: Used to start the race and to indicate a restart.

White Flag: Shown to the leader of the race at the beginning of his or her final lap.

Blue Flag: Shown to indicate that you should consider other drivers about to overtake you.

Checkered Flag: Shown to all players as they cross the finish line, marking the end of the race.

Yellow Flag: The yellow flag is brought out through Caution Periods, which come into play when there has been an accident on track. While the crash debris is cleared away, all drivers must follow the lead car and maintain their field positions. You will see a marker on screen to indicate which car you must stay behind.

Black Flag: You will only be shown a black flag if you are in violation of the rules. Example: You have taken advantage of the slow speeds during Caution Periods to advance your position in the field. If you are shown a black flag, you must enter the Pits at your next opportunity and suffer a time penalty before rejoining the race.

For a more complete overview of the rules of the IndyCar™ Series, check out the Masterclass section in the game.

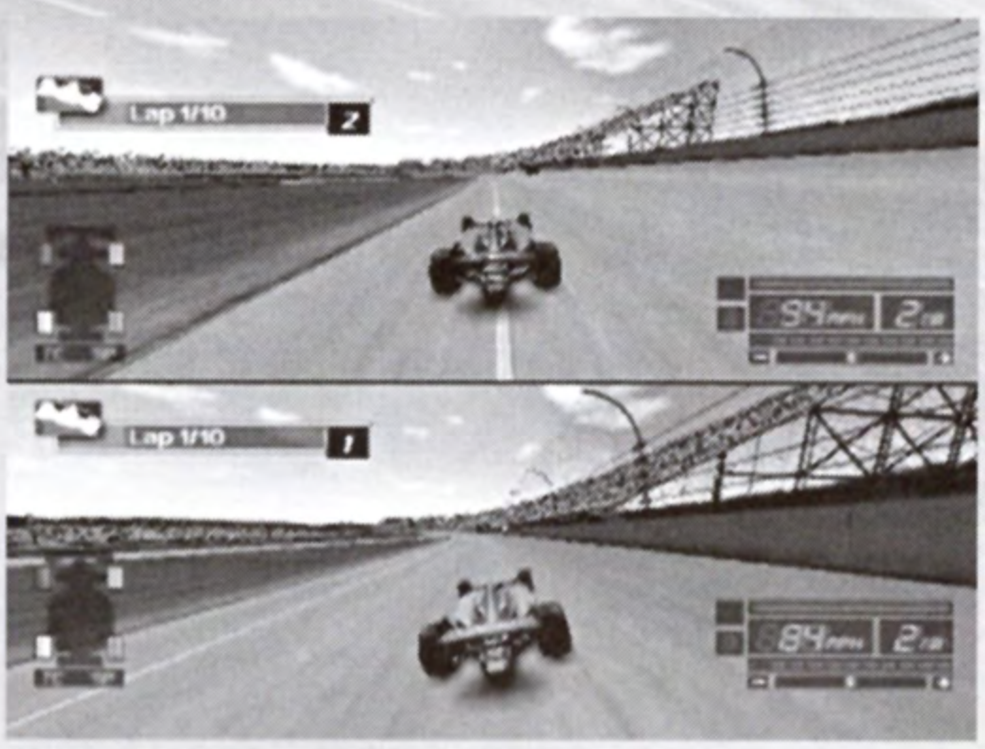
MULTIPLAYER

Up to two players can race at a time.

First, select the number of players:

2 Players Horizontal: 2 players race in horizontal split-screen mode. This mode is most suitable for standard-aspect ratio televisions.

2 Players Vertical: 2 players race in vertical split-screen mode. This mode is most suitable for widescreen televisions.



Next select the track to be raced and the distance (see Quick Race – Laps for distance definitions). Then choose the number of AI drivers that will compete and select "Use These Settings" to progress to each player's setup.

Player Setup

Starting with Player 1, each player in turn chooses the driver they want to race as and their Skill Level. When Player 2 has completed his or her choices and selected "Use These Settings", the race will begin.

Control Type

See Options Menu > Controls

OPTIONS MENU

Highlight "Options" on the Main Menu and press the ✕ button to adjust game options:

Controls: Select your preferred DUALSHOCK®2 analog controller setup from the available options.

Audio: Adjust the volume of sound elements within the game. Also select from Mono, Stereo or DTS™ Digital Surround Sound. To take advantage of the DTS™ Digital Surround option, your home cinema decoder must have DTS™ capability.

Display: Adjust the aspect ratio, screen position and HUD color scheme.

Advanced Game Options

Transmission: Select automatic or manual transmission (see On the Track).

Auto AI Adjust: With this "on," AI drivers will adjust themselves to your skill level. With this setting off, they will drive at 100% efficiency.

Caution Period Autodrive: Allow Autodrive to take control during Caution Periods (yellow flags) to ensure you do not violate the race rules.

Traction Control: Set the default Assist for the Easy and Normal skill levels.

Speed Assist: Set the default Assist for the Easy skill level.

Autosave: Active by default, Autosave saves your updated Player Profile at various points throughout the game (see Player Profile).

Note: available Assists can be turned on or off through the Pause Menu.

PAUSE MENU

Press the START button at any time during your race to activate the Pause Menu and access the following options. The actual set of options that appear on the Pause Menu depend on the part of the game from which it is activated.

Resume: Return to race.

Quit Race/Test Drive: End the race or Test Drive and return to menus. If in a race, your current position will be lost and subsequent play will commence from your last save.

Restart Race: Return to the grid and take another go at the race. Races cannot be restarted once complete.

Replay: Check out the last 2.5 minutes of action on the track.

Assists: Activate or deactivate in-race assists.

Abort / Waive: End qualification (see Qualification).

PIRACY NOTICE

Copying commercial games such as this, is copyright infringement and a criminal offense.

Copying and re-supplying games can lead to a term of imprisonment.

Think of a copied game as stolen property.

This Codemasters game is protected by the FADE™ protection system.
If you purchase an illegal copy of the game, you will be able to play it - but not for long.
As you play, the gameplay of a pirated copy will degrade.

Make sure this doesn't happen to you.
Purchase only genuine software at legitimate stores.

CREDITS

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Thanks

All the IndyCar™ Series drivers, teams and racetracks.

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